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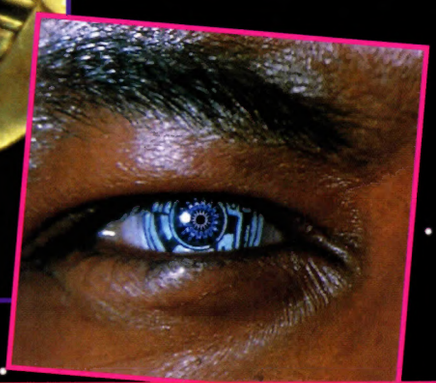

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STAR TREK

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Published by Fabbri Publishing Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

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THE DOMINION

JEM'HADAR FIGHTING SKILLS

THE DOMINION

The Jem'Hadar are a fighting force to be reckoned with: tough, strong and ultimately disposable. These deadly warriors believe that they go into battle as dead men, and that only victory reclaims their lives.

In some ways, the fighting techniques of the **Jem'Hadar** can be likened to those of the **Klingons**. As with the Klingons, the Jem'Hadar go straight for their enemy's most vulnerable spot, attacking with ferocity and without fear. They are capable of seeing the true warrior spirit in another, and will occasionally show mercy upon defeating an opponent they consider to be worthy.

Unlike the Klingons, who choose their way of life, the genetically-engineered **Jem'Hadar** are bred only for combat. They know nothing else. Essentially, they have no personal freedom at all: the urge to partake in battle has been implanted into their genetic makeup by the **Founders** who created them, and no other path in life is open to them. These formidable warriors enjoy the art of battle, and take great pleasure in fighting others; they actually look forward to combat.

One purpose

The result is that no planet dare oppose the **Dominion** for fear that the Jem'Hadar be sent in to 'convince' them otherwise. Those planets which do make a stand against them soon learn why most others do not. Physically and strategically, the Jem'Hadar are a force to be reckoned with; they are one of the deadliest races the **United Federation of Planets** has ever encountered.

Jem'Hadar like to associate with each other but shun other life forms, even those who are Dominion allies. They tend to operate in groups, whenever possible in a number divisible by three, especially in warfare.

In Jem'Hadar attack groups, the leader is referred to as the First; he is responsible for the actions of his men. There is also a Second and a Third in the team. Each of these three is charged with

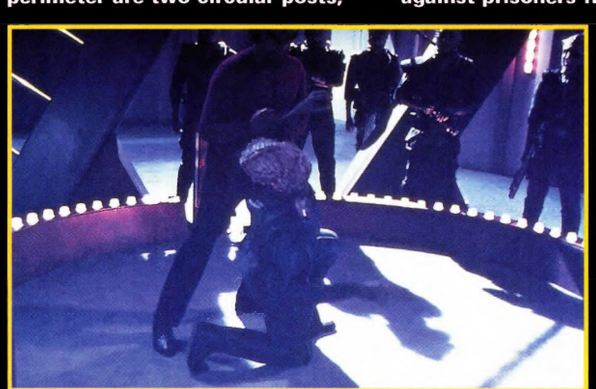
The Jem'Hadar are physically strong, mentally alert, and ruthless. They place little value on their own lives and think nothing of killing others, although they do respect honor in opponents.

The Jem'Hadar use a combination of boxing and wrestling tactics in hand-to-hand combat. They are not subtle in their movements, preferring a straight ahead, in-your-face approach. Weaker opponents can be paralyzed with fear by their quickness.

IN THE RING

To the death

Jem'Hadar training exercises can be as violent as their actual battles. They spar with one another, with no holds barred, in a circular fighting arena which has a diameter of six meters. At opposite ends of the perimeter are two circular posts; when an opponent is knocked down he must touch the posts to continue, or else forfeit the bout. Matches are undertaken without the use of weapons, and Jem'Hadar often hone their fighting skills against prisoners from other races.



The immense strength of the Jem'Hadar makes them extremely formidable in hand-to-hand combat. One of their most worthy adversaries is a Klingon warrior: such a battle is a real contest between two of the physically strongest races of the known Galaxy.

The Jem'Hadar are bred to fight for the Founders, and loyalty to their creators comes before everything – even loyalty to their own kind. The Jem'Hadar will stop renegades of their own race just as they would any other enemy of the Dominion.

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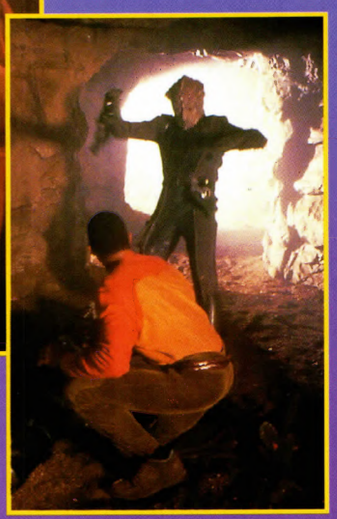
JEM'HADAR FIGHTING SKILLS

THE DOMINION

THE DOMINION

The Jem'Hadar often use sheer force of numbers to physically overpower an opponent. Their tactics rely more on brute force than subtlety; espionage is left to the Changelings.

The wrestling skills honed in Jem'Hadar practice rings are put to good use in the field. Although a Jem'Hadar's strength allows him to kill with his bare hands, the warriors often take prisoners.



The Jem'Hadar are not as trigger-happy as might be expected. They often attack with their fists or by hitting their victim with the butt of their weapon rather than shoot an unarmed opponent.

Jem'Hadar teams most often operate in teams divisible by three. This is true of their warships as well as individual warriors. Teams tend to split up and surround the enemy, then attack them from all sides.

Jem'Hadar have access to technology that allows them to transport onto other vessels even when those ships are shielded. This allows enemy crews to be overcome in hand-to-hand combat.

GALAXY FACTS

- **As the Jem'Hadar have no choice in the path of their lives, the Klingons consider them to be without honor.**
- **The Jem'Hadar defeated the Vorta when that race resisted joining the Dominion, but now have to take orders from them. As this is the will of the Founders, the Jem'Hadar comply, although they have no love for their Vorta administrators.**

specific duties. Operating in this kind of triad makes the Jem'Hadar a most dangerous opponent.

The normal procedure when operating in a team of three is to spread out and attack simultaneously from different angles. The speed of the Jem'Hadars' movements and the force of their attack can render even a numerically superior enemy defenseless in a matter of seconds.

Additionally, the Jem'Hadar have a personal cloaking device, similar to the technology used for **Romulan** starship cloaking. Using this technology, they can penetrate into the heart of an enemy stronghold virtually undetected and strike a fatal blow.

The Jem'Hadar believe that they begin the battle as dead men and that through victory they win back their lives. This ensures that they fear nothing; they enter the battle with nothing to lose.

Jem'Hadar teams often join into larger groups, still in numbers divisible by three. Each of these larger groups is commanded by a **Vorta**, who will give orders but will not join in the attack. If one compares the structure to the armies of Earth's past, the Vorta are the officers and the Jem'Hadar First is the platoon's sergeant: the Vorta gives the orders, but it is the First who leads his men into battle.

Weapons

The Jem'Hadar have a variety of weapons in their personal arsenal and are proficient at using them. Where a choice of settings exists they will always set a weapon on kill rather than stun. They do not appear to carry bladed weapons, relying upon the strength of their hands to do as much damage as a knife.

Thirst for knowledge

Jem'Hadar are highly intelligent and very attentive. They pick up everything that is said around them, gaining knowledge all the time. It is an ability that allows them to absorb the tactics of their enemies during a fight, and to use the strengths of their opponents against them.

The Jem'Hadar value their own lives very little, a reflection of the attitude of the Founders and the Vorta, their social superiors in the Dominion hierarchy. If a Jem'Hadar is injured in battle, he must be killed by his companions so that he will not hinder the others. This is true even if his injuries are not life-threatening. This willingness to die in order to serve the Dominion is what makes the Jem'Hadar such frightening opponents.

The Jem'Hadar affinity for battle is nature rather than nurture: separate a Jem'Hadar child from his people and he will still thirst for battle, as illustrated by the case of the Jem'Hadar infant which is found aboard ***Deep Space Nine***. The child grows into a teenager within a few days, and even though he has no contact with others of his race, he is filled with such a rage to kill that only the intervention of **Odo**, the Changeling security chief, prevents chaos. The Jem'Hadar cannot escape their destiny – their overwhelming urge to fight.

THE UNITED FEDERATION OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 1A

HEALTH IN THE 24th CENTURY

THE UNITED FEDERATION OF PLANETS

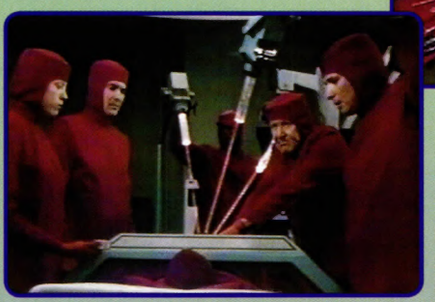
By the 24th century, advances in medical technology have made many diseases a thing of the past. These days, most people can expect to live for more than 100 years and to fully recover from injuries and infections which would have proved fatal to their ancestors.

High standards of universal health care improve dramatically for the average **Federation** citizen throughout the 23rd and 24th centuries. Every new discovery, and every new species encountered, adds to the understanding of our Galaxy and the biodiversity within it. While some cultures, most notably the Klingons, consider advanced lifesaving measures to be dishonorable or cowardly, most Federation worlds reflect the Earth view of health care as beneficial; this view is shared by the healers of **Vulcan** and the **chirurgeons of Andoria**, among others.

But technology is not a panacea. On Earth, the bitter tragedy of unbridled genetic engineering – the **Eugenics Wars** of the 1990s and the superhuman tyrants they created, such as **Khan Noonian Singh** – etched a deep resolve never to revisit such tinkering with humanity. Thus, DNA resequencing for any reason other than severe birth defects remains illegal.

Many advantages

Thankfully, technology itself was not seen as the demon during the aftermath of the Eugenics Wars. Amid the economic reforms demanded in the wake of the **Bell Riots** in 2024, increased research helped to bolster easy access to medical care and a healthy diet. Even the chaos of World War III a generation later could only dent, but not destroy, humanity's desire for progress.



The technology is much more advanced, but the layout of operating rooms has changed little over the centuries. Surgery is still a very delicate science.

Federation medical personnel often wear dark red uniforms, replacing the white and dark green smocks favored in previous eras.

The founding of the **United Federation of Planets** in 2161 sparked a burst of advances, but it was the spread of replicator technology in the late 23rd and early 24th centuries which became the great equalizer. The passing decades saw an advance in general awareness of diet, exercise and natural remedies, to the extent that human lifespans of 130 years or more are no longer uncommon.

Initially, the explosion of knowledge that marked Earth's second renaissance in the post-**First Contact** era, and its access to the medical research of other worlds, beginning with Vulcan, helped to eventually stamp out many fatal or chronic afflictions, including cancer and schizophrenia. By the 2360s, a cure for the common cold had been in use for a century.

In addition, treatments which speed the healing of physical ailments and slow physiological degeneration are now in general use, such as bone knitters, autosutures, and dermal regenerators. Diagnostic medicine has been revolutionized, especially in the field, by aids such as medical **tricorders** and their attendant hand scanners. And surgery has benefited from the development of the automatic sterile field, the near-universal spread of laser scalpels, and the revolutionary use of **nanites** – tiny robots with gigabytes of mechanical computer memory, used to repair the body on the atomic level and designed to live inside cellular nuclei.

Repairing the damage

For physical therapists, the development of neural transducers has given many patients one last hope to bring life to deadened limbs. These implants provide a bypass for the otherwise interrupted electrical impulses from the brain and stimulate the surrounding muscles as needed, restoring some 60-70 percent of original motor control when used in tandem with motor assist bands in the first phase of therapy.

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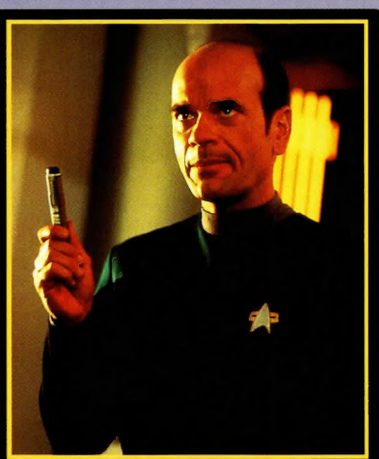
REMOVING THE HUMAN TOUCH

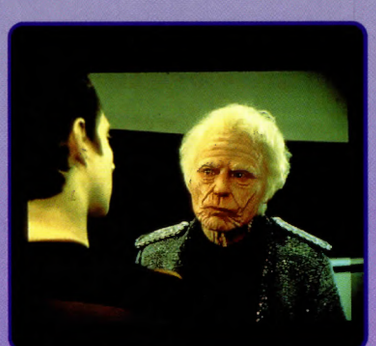
Virtual healing

In spite of the advances in medical technology, most people still agree that a good bedside manner plays an important part in the healing process. Instruments such as hyposprays and medical tricorders may appear to take much of the hard work out of doctoring, but it is still the case that the best healer is one who provides care on a more personal level as well as just administering medicine. No automated machine can do the job as well as a real person.

This may be about to change, however, with the development of a long-term medical holographic program, an upgrade of the current program used to provide temporary emergency medical aid. Whether a holographic doctor can ever completely replace the human element remains to be seen.



The Emergency Medical Hologram has been extremely important to the crew of the U.S.S. VOYAGER. Without it, they would have been without medical help of any kind.



Leonard McCoy, a retired doctor and Starfleet admiral, is 137 years old when he inspects the U.S.S. ENTERPRISE NCC-1701-D. He has seen many changes during the course of a long and eventful life.

THE UNITED FEDERATION OF PLANETS

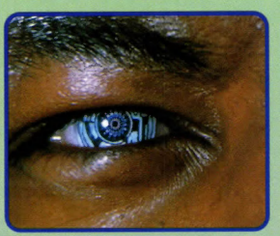
HEALTH IN THE 24TH CENTURY

THE UNITED FEDERATION OF PLANETS

Geordi La Forge was born blind. In past centuries, this condition would have been severely limiting, but thanks to devices such as the VISOR this is no longer the case.

By 2373, Geordi's VISOR has been replaced by ocular implants which allow him to see things more naturally.

The ocular implants offer none of the adverse side effects associated with the old VISOR technology. Although Geordi's early experiences with the VISOR were at times painful, over the years his discomfort was reduced.



Bioimplants, including fully artificial hearts and ocular implants, have also enhanced organ replacement. Previously, a few of those born blind had used the **Visual Instrument and Sensory Organ Replacement**, or **VISOR**, to access the electromagnetic and thermal spectrums on a microscopic level, despite the constant pain caused by direct neural input.

Neural medicine has also made great strides, including in the surgical arena. Noninvasive equipment such as cortical stimulators can help restimulate the brain, while neural stimulators use electrical charges in direct contact with individual synaptic nerves to achieve a desired response. Even memory can be affected; surgeons are now armed with the ability to safely 'wipe' specific individual memories while leaving cultural touchstones intact.

Likewise, the psychological sciences have progressed to the point where the brain has been fully charted and the nature of pain understood, thus eliminating afflictions from headaches onward. However, once again the new wave of technology can prove troublesome: **transporter psychosis**, now known to be caused by a breakdown of neuro-chemical molecules during transport, first turned up in 2209, and the popularity of **holoprogramming** has brought with it the problems of **holodiction**.

Such technology brings with it a great deal of medical responsibility, of course; the **Federation Medical Council** still stands by the ethics outlined in the Hippocratic Oath of Earth, including the pledge to 'do no harm'. It also sponsors the annual **Carrington Award** to recognize outstanding work by individual doctors.

Earth citizens' high quality of life is reflected in the service division of **Starfleet Medical**, where the doctors assigned to starships and other facilities are encouraged to advance the frontiers of medicine as well as exploration.

Advanced equipment

Even the smallest starship's sickbay is equipped with the latest in hardware, and databases are updated constantly. Within the ranks, however, strict rules go a long way to ensuring a healthy shipboard status quo. Any injuries sustained on away missions due to native flora or fauna on a planet's first-time survey are immediately tended to back aboard ship, and visiting starship personnel are required to have a routine medical checkup as soon after boarding as possible; all officers and crew are required to take an annual physical and to keep a personality profile analysis on file. The **biofilter** of later **transporter** systems also goes a long way in screening out harmful agents, which it is programmed to detect.

But progress can be a double-edged sword. While the victories over stubborn diseases are welcome, the UFP's expansion of contacts has brought on other equally distressing scourges to take their place; **Correllium fever**, **Darnay's disease**, **Iverson's disease**, **Tellurian plague**, and **Symbalene blood burn**, are among the more notorious.

But these obstacles, like the others before them, will surely fall some day. Research into virotherapy, nanotherapy, immuno-therapy and genotronic replication are ongoing, as well as diseases that remain specific to one species: **Bendii syndrome** and **t'lokan schism** with Vulcans; **Dorek syndrome** among **Ferengi**; **Zanthi fever** in **Betazoids**; **Pottrik syndrome** among **Cardassians**; and, of course, the **phage** among the unfortunate **Vidiians** of the **Delta Quadrant**. The pooling of resources among the medical scientists of many races can only serve to increase the chances of finding a cure for any of these conditions.

In the 24th century, the medical profession is still a career which attracts the most intelligent and hard-working individuals, and commands respect within any community. On a **Starfleet** vessel or a planetside colony, the latest medical advances still require a doctor to put them into practice.

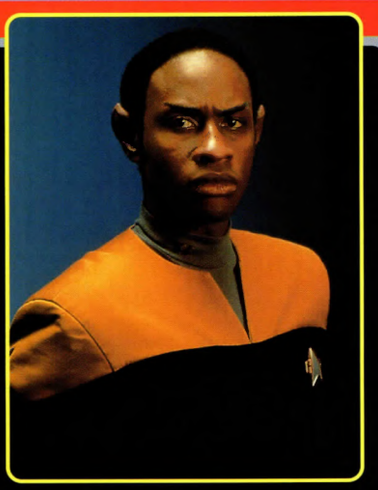
GALAXY FACTS

- **The ban on genetic engineering is reinforced after experiments to create 'super-children' at the Darwin Genetic Station nearly end in tragedy.**
- **It is illegal to travel to other worlds to undergo medical procedures outlawed by Starfleet.**

PROSTHETICS

As good as new

These days, many injuries which would have resulted in death or disablement in past years can now be overcome with the use of advanced prosthetic replacements for various body parts and internal organs, including the heart. Such devices usually work as efficiently as the original, often to the extent that one is unaware of a friend or colleague possessing a prosthetic until it is pointed out. Medicine has advanced so much that even the most severe injury or surgery is unlikely to leave scars.



Tuvok has a prosthetic elbow, replacing a joint that was damaged beyond repair in an accident.

Jean-Luc Picard lost his real heart in a fight with a Nausicaan when he was a young man. In previous centuries, this would have meant instant death but, by the 24th century, prosthetic replacements for many body parts are available. Picard's new heart has to be replaced at regular intervals, but has few other disadvantages.

U.S.S. ENTERPRISE NCC-1701 | PERSONNEL

CREW UNDER CAPTAIN PIKE

In 2254, **Captain Pike** leads one of the earlier missions of the ***U.S.S. Enterprise NCC-1701***. Among his crew is **Mr. Spock**, but there are few of the familiar faces that would be around during the **James T. Kirk** era.

Captain Christopher Pike spends 10 years, comprising two five-year missions, in command of the ***U.S.S. Enterprise NCC-1701***. In 2254, his crew numbers 203. He is at times wearied by the strain of command and feels personally responsible for the safety of everyone on board, having suffered a sense of guilt after a mission that sees the loss of several crew members at **Rigel VII**. But this doesn't stop him from fulfilling the responsibilities of his captaincy.

On the bridge of the U.S.S. ENTERPRISE, Captain Pike is surrounded by officers he can trust, like Number One, his first officer.

Pike can confide in the ship's physician, **Dr. Boyce**, but he has no other real friends aboard ship. This may come with the territory of being a commander, but at least he has consolation in the fact that he has a willing and able crew. His most significant mission comes when he leads a landing party to **Talos IV**. After this mission the planet becomes off limits to **Federation** ships for years to come, but it will one day become his home.

Dr. Phillip Boyce

Chief Medical Officer aboard the ***U.S.S. Enterprise*** during **Captain Pike**'s tenure as commander. **Boyce** is rather world-weary, but knowledgeable. He is sometimes summoned to the captain's quarters to dish out his own special brand of medicine, such as a good Martini. The doctor is one of the few people to have a personal relationship with the captain, and can remind him that his destiny is as a starship commander. Dr. Boyce is the elder statesman of the crew, and his advice is valued. He attends meetings with other bridge crew and offers his considered opinions when needed. His medical expertise is also present on most landing parties. He is a member of the landing party to **Talos IV** in 2254, and sees his captain abducted by the **Talosians**. He returns to the ship to help solve the crisis.

Dr. Phillip Boyce has been around a few years, and this enables him to be not only knowledgeable about medicine, but human nature too. He carries the tools of his trade in an old fashioned leather case, and dispenses advice along with his medicine.

Yeoman J. M. Colt

Colt is a young, beautiful, petite redhead with unusually strong female drives. As yeoman to the captain she is still rather new, having just taken over from the yeoman killed on **Rigel VII**. Although a little inexperienced, she is eager to please her captain; **Pike**, however, finds it somewhat disconcerting having a woman other than **Number One** on the bridge. Colt attends staff meetings, particularly when they concern the captain. Already, in her short time as yeoman, she has developed strong feelings toward Captain Pike and, although she finds him remote, she is very protective of him. Her emotions do not affect her ability to carry out her duties.

Colt has the unfortunate task of taking over from a predecessor killed on Rigel VII. She's prompt in delivering her reports, even if she does get in the Captain's way occasionally.

Chief Petty Officer Garrison

Officer Garrison is a non-commissioned officer and bridge crew member. He is frequently included in landing parties, including the six-man away team searching for survivors of the ***S.S. Columbia*** on **Talos IV**. On the bridge, Garrison mainly handles communications and computer printout reports.

Chief Petty Officer Garrison reports on the communications received from the Talos star group. He is part of the bridge crew and is a landing party member.

Geological Technician Fisher

Fisher is frequently seen on the bridge of the ***U.S.S. Enterprise***, reporting specifically on geological matters. In his work duties he will report to **Captain Pike** on the status of unexplored planets such as **Talos IV**. He is also a member of the first six-man away team to this planet. Once there, Fisher is the first to observe the illusory settlement of the ***S.S. Columbia*** survivors on Talos IV, and brings it to the attention of the others.

When Captain Pike is abducted by the Talosians, Geology Technician Fisher and other landing party members try to blast their way into the closed cavern into which he disappears. Later, Fisher attends the staff meeting to try and save the captain.

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CREW UNDER CAPTAIN PIKE

Number One

Female first officer aboard the ***U.S.S. Enterprise***, who tries to present a cool, detached demeanor. Occasionally, her stoic manner can slip, especially when she is left behind to command the ship while the captain leads a landing party. As Executive Officer, **Number One** holds the rank of lieutenant. Her position on the bridge is at the left hand side of the captain and to the immediate left of the navigator. As the ship's most experienced officer when the captain is away, Number One has the commander's implicit trust. She is blessed with a superior mind and, like any good officer, is highly principled. Number One is not afraid of bluffing; while on **Talos IV** she threatens to overload a phaser pistol rather than succumb to the wishes of the Talosians.

Number One is extremely intelligent and efficient, which makes it even easier for the captain to ignore her feminine side.

Captain Christopher Pike

Captain Pike, the second captain of the ***U.S.S. Enterprise***, is a space pioneer whose career in **Starfleet** is the stuff of legend. He has chiseled good looks and piercing blue eyes. Although he leads from the front by going on landing parties, the weight of command sometimes takes its toll on him. When it does, only his chief medical officer, **Dr. Boyce**, seems able to influence him. Pike's relationship with the doctor can be likened to that of a lonely man at a bar confiding in his bartender. He casually refers to the doctor as 'Phil', and feels comfortable with the older officer. After a particularly bad incident at **Rigel VII** where three people died, including his yeoman, and seven others were injured, he even contemplates resigning his commission. He is tired of the responsibility his job brings, feeling that he alone is responsible for the lives of all 203 crew. A determined, fair, principled, and resourceful captain, Pike sets a high standard for future *Enterprise* commanders.

Captain Pike is a young and strong captain who nevertheless sometimes feels he would like to give it all up for a quiet life. His fate will be forever tied to his journey to Talos IV.

Chief Science Officer Mr. Spock

The younger **Spock** holds the rank of lieutenant while serving under **Captain Pike**. He is, when compared to his later **Starfleet** career, a curious creature who hasn't yet learned to totally control his human emotional side; at this stage in his life, Spock can still exhibit signs of enchantment and pleasure and is at times rather loud and excited while delivering his reports. He is, however, always accurate in the presentation of his information. He has considerable scientific knowledge and, as the first **Vulcan** in Starfleet, distinguishes himself through his phenomenal abilities. With his great strength and mental powers, Spock stands out from the other humans aboard the ***U.S.S. Enterprise*** in his early years.

Mr. Spock delivers reports to the captain on the bridge of the U.S.S. ENTERPRISE, using onscreen graphics that are changed by a wave of the hand. He is extremely loyal to Captain Pike.

Transporter Chief Pitcairn

Pitcairn is a big, burly man in charge of the two-man **transporter** room crew. He directs the beamout of the six-man landing party to **Talos IV**. When beaming the team away, Pitcairn initiates the transport and signals the other transporter operator to initiate the next stage; then the chief completes the final beamout. Pitcairn has enough experience to realize the strategic importance of placing a landing party. When he beams out Pike's team, he makes sure to locate them in a canyon so that they will be completely unobserved by the planet's inhabitants. Later, when beaming out a follow-up landing party, only the two women, **Number One** and **Yeoman Colt**, are transported down to the planet.

Transporter Chief Pitcairn recognizes the importance of his job, especially when dealing with ideal locations for landing parties in potentially hostile environments.

Navigator Jose Tyler

Commonly referred to as Joe, **Jose Tyler** complements **Number One** at the helm of the ***U.S.S. Enterprise***. As navigator, Tyler is an important member of the ship who features in strategic crew meetings. Tyler is also sometimes called to landing party duty, in which he participates eagerly. Although his head is easily turned by a beautiful woman, Tyler is still dedicated to his captain and looks up to him with the proper respect of a junior officer. Eager, quick to offer information, and dedicated to his job and crew, Tyler defines what makes up a good **Starfleet** officer. This is exhibited by his firm belief that the captain should be rescued from the Talosians at all costs; he knows they are powerful, but the crew must try.

Jose 'Joe' Tyler is a compassionate officer who is dedicated to his captain. He is willing to use the ship's phasers to try and blast a way into the caves of the Talosians. His opinions contrast sharply with Spock's, who feels that the Talosians are so powerful they should not be underestimated.

FILE 40 OTHER STARSHIPS

Promellian Battle Cruiser

Centuries ago, the Promellians and the Menthars fought each other to extinction. Their tactics are studied at Starfleet Academy, but until 2366 it was thought that no ships had survived.

OTHER CARDS IN THIS FILE...
30 The Pralor Vessel
SEE OTHER FILES...
U.S.S. ENTERPRISE NCC-1701-D.....File 25
STAR TREK: THE NEXT GENERATION.....File 69

The ***Promellian Battle Cruiser*** was a formidable warship, the product of the continuing wars between the Promellians and the **Menthars**, fought more than 1,000 years ago. Due to the Menthars' innovative battle strategies, many of which are still required reading at **Starfleet Academy**, the Promellians were forced, out of necessity, to design a ship which could withstand the Menthars' attacks and the test of time. As so often happens to races obsessed with war, the Promellians and Menthars fought to their mutual extinction at the **Battle of Orelious IX**; the battle was so vicious that it destroyed the planet, leaving only an asteroid field as testimony to the level of destruction of which these ships were capable. The warships were highly formidable vessels, so much so that the design of the *Promellian Battle Cruiser* is admired and studied to this day. It is a nod to the efficiency of the vessel as a machine of war that its continued use played a part in the extinction of two advanced races.

Slightly smaller than a ***Galaxy***-class starship, the *Promellian Battle Cruiser* features a swept back wing design and a raised central command structure in the center of the primary hull; the ship is constructed from a dull, silver-gray metal. The main power source is provided by **Lang cycle fusion engines**, located on the port and starboard sides; as on Starfleet ships, these are positioned away from the main body of the ship. Although primitive in comparison with current Starfleet technology, these fusion engines were nonetheless very advanced for their time. Current Starfleet historians and architects consider the battle cruiser's design a model of simplicity, elegant yet functional.

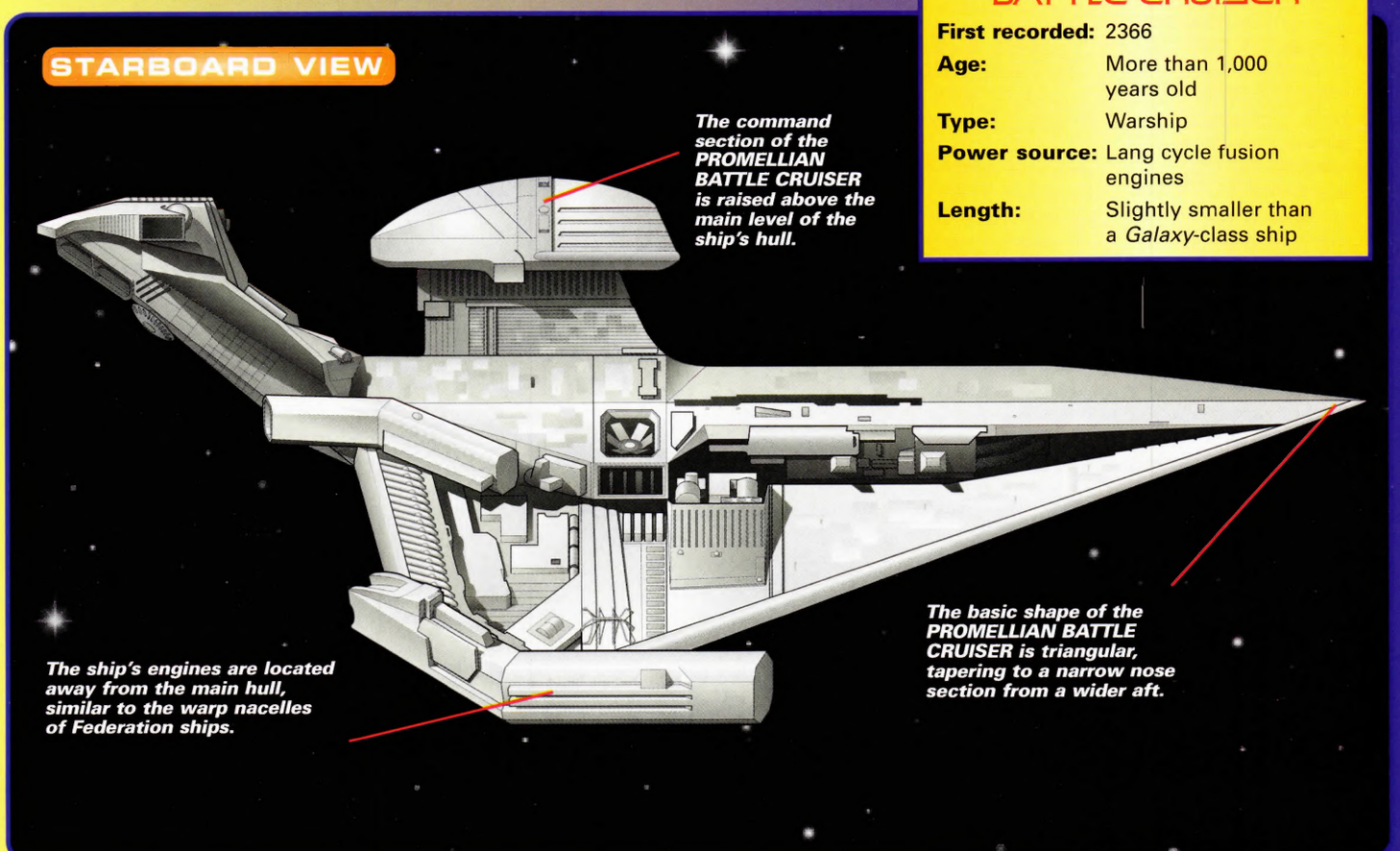
Designed to last

The *Promellian Battle Cruiser* was engineered to last for many years. The ship was designed with replaceable power packs that would continue to hold their charge long after deactivation with little or no power falloff. While the weapons systems are crude by current

The only known PROMELLIAN BATTLE CRUISER to have survived intact until the 24th century is discovered in the asteroid field remains of the planet Orelious IX by the U.S.S. ENTERPRISE NCC-1701-D in 2366.

PROMELLIAN BATTLE CRUISER

First recorded:	2366
Age:	More than 1,000 years old
Type:	Warship
Power source:	Lang cycle fusion engines
Length:	Slightly smaller than a *Galaxy*-class ship



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Promellian Battle Cruiser

standards, they were, at the time, sufficient to ward off almost any attack. The *Promellian Battle Cruiser* was a ship built to fight, and it performed this task admirably.

The bridge of the *Promellian Battle Cruiser* reflects the careful design of the rest of the ship: simple, yet once again elegant and highly functional. Similar in design and construction to the command center of modern starships, the Promellian bridge featured a central captain's chair flanked by tactical, navigational, and helm stations. On a slightly raised platform toward the rear of the bridge was the library computer and communications stations. Information, records and logs were kept on small cylindrical memory coils comparable to the modern isolinear chips used in current computer systems. These memory coils were stored individually and inserted into recording/playback units as needed. Like most other aspects of the ship, they were highly durable, capable of functioning centuries after they were first manufactured.

Working model

Until recently, very little was known about the exact specification of the *Promellian Battle Cruiser*. There were few records of the ship's design, and no intact ships were believed to have survived: most were obliterated in the battle which destroyed their builders. However, in 2366, on **Stardate 43205.6**, the *Promellian Battle Cruiser* ***Cleponji*** is discovered intact, and in nearly perfect condition, by the ***U.S.S Enterprise NCC-1701-D*** under the command of **Captain Jean-Luc Picard**.

The *Enterprise* finds the *Cleponji* in an asteroid belt and debris field – all that remains of the planet Orelious IX – after receiving the ship's distress call, issued nearly 1,000 years earlier. The *Cleponji* had been disabled by **aceton assimilators**, which had been concealed by the Menthars in the asteroid belt as a booby trap. The aceton assimilators were designed to drain the Promellian ship's power and convert the energy into radiation that was reflected back at the *Cleponji*'s unfortunate crew. With no means of escape, the trapped Promellians soon died.

Captain Picard, an avid scholar of alien archeology, boards the Promellian vessel, and most of what is now known about *Promellian Battle Cruisers* is derived from his logs. The remains of the Promellian crew are found on board, and the *Enterprise* is able to download a small portion of the Promellian captain's log. Much of the data has deteriorated over time, but there is still a great deal that can be learned from the information that has survived. Recognizing the ship as an important historical icon, Picard arranges for it to be retrieved and cataloged by **Astral Annex Five** for study and preservation.

Unfortunately, the *Enterprise*'s arrival on the scene reactivates the dormant aceton assimilators, and the Federation starship suffers the same severe power falloff and radiation exposure that befell the *Cleponji* centuries earlier. Luckily, using minimal impulse power to overcome inertia, the *Enterprise* is able to escape the trap by drifting out of the asteroid field to safety.

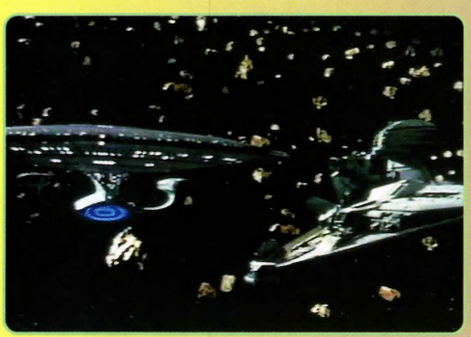
The *Cleponji* would have made a priceless addition to the **Starfleet Museum** and a valuable research tool for Starfleet engineers, but the *Enterprise* is regrettably forced to destroy the ship and the surrounding asteroid field in order to prevent other vessels from becoming ensnared in the same booby trap. Fortunately, the *Enterprise*'s encounter with the *Cleponji*, limited though it was, has increased our knowledge of the mysterious Promellians and has given us a better insight into the remarkable design technology that produced the *Promellian Battle Cruiser*.

The hull of the PROMELLIAN BATTLE CRUISER is constructed from dull, unadorned metal. The ships were designed to withstand the rigors of battle; aesthetics were of secondary importance.

The Promellian ship is more than 1,000 years old, but the design has much in common with vessels used by Starfleet today. The bridge follows the familiar layout of modern ships such as the U.S.S. ENTERPRISE NCC-1701-D, and incorporates many of the same duty stations.

The away team from the U.S.S. ENTERPRISE are able to access the Promellian crew's logs. The information contained in them will give Starfleet an important and valuable insight into this long extinct race.

Unfortunately for the Promellians, they were not as resilient as their ships. The PROMELLIAN BATTLE CRUISER has been broadcasting its distress signal for centuries, but the crew are long since dead. They are victims of the vicious war which eventually claimed their entire species, and also wiped out their enemies.



Once the PROMELLIAN BATTLE CRUISER had activated the booby trap, it was trapped in the asteroid field. Luckily, the ENTERPRISE is able to pull free.

The ENTERPRISE has no choice but to destroy the ship and the surrounding asteroid field. No other ships must be allowed to fall into this deadly trap.

The PROMELLIAN BATTLE CRUISER explodes. It would have been a valuable addition to the Starfleet Museum, but safety has to come first.

Neelix as an Ambassador

When the crew of the ***U.S.S. Voyager*** find themselves stranded in unfamiliar space, they have little idea which **Delta Quadrant** races are friendly and which should be avoided. If in doubt, they often turn to **Neelix** for advice.

Among the many roles **Neelix** fills aboard the **Federation** starship the ***U.S.S. Voyager***, perhaps the most important is that of unofficial ambassador. Neelix has many attributes which make him ideal for this role; he is exceedingly gracious and polite, and he is genuinely interested in the lives of everyone he meets. He is a natural ambassador. His vast array of talents and interests serve him well, and as such he is highly valued by **Captain Janeway** and her crew.

Neelix is frequently asked to handle simple interchanges with the alien races *Voyager* encounters, and this can be a distinct advantage when the ship is meeting a race for the first time. As a native of the **Delta Quadrant**, Neelix has a good idea which races are friendly and trustworthy and which should be avoided at all costs.

Most of his encounters are highly successful. Neelix often bonds with other races by sharing his own personal history, quickly making them feel comfortable and able to open up to him. He uses his diplomatic skills to create camaraderie where there is tension, and knows when to use half-truths to build morale and garner support.

Easing tension

Neelix can be an excellent mediator, and knows when to trust his intuition. He understands the effectiveness of diplomatic politeness and the value of trusting one's feelings; his interpersonal skills are second to none.

Neelix's ambassadorial potential comes to the fore during a three-day trade mission with the **Tak Tak**, an unusual species that uses a complex series of gestures to communicate. Throughout the mission, Captain Janeway relies heavily on Neelix's refined diplomatic skills and ability to effectively communicate with these very impatient people. Grateful for his presence during what could have been a potentially disastrous encounter, Janeway suggests she may promote Neelix from morale officer to ambassador. Neelix is thrilled with the title of Ambassador Neelix, and quickly takes it to heart.

The abilities which make Neelix a good morale officer translate well to the duties of an ambassador. One of the most common methods he uses to make any being

PROFILE ON NEELIX

NAME: Neelix

LIFE FORM: Talaxian male

ROLE: Unofficial ambassador aboard the Federation starship the ***U.S.S. Voyager***.

SKILLS: Neelix has excellent social skills; he is a good morale booster, he can foster camaraderie amid tension, he is honest and trustworthy. He is genuinely interested in other cultures and life forms, and is very knowledgeable about many worlds and peoples.

FIRST SEEN: 'Caretaker' [VOY]

Since the Haakonian Order conquered the Talaxian homeworld, many Talaxians have spread out across the Delta Quadrant. The well-traveled Neelix has come into contact with many of the races in this area of space.

OLD ACQUAINTANCE

Neelix has a lot of experience of the worlds and races of the Delta Quadrant, and his advice can be very valuable to Captain Janeway. But difficulties sometimes arise when he crosses paths with someone he knows; his old contacts are not always pleased to see him.

Neelix meets the stranded crews of the U.S.S. VOYAGER and the ZOLA soon after they arrive in the Delta Quadrant. From their very first mission together, his knowledge of this unfamiliar sector of space proves to be extremely useful. Having someone who knows the Delta Quadrant on the crew means many problems can be avoided.

Unscrupulous races have been known to take advantage of Neelix's trusting nature. The Trabe use his contacts to help arrange an alleged 'peace conference' with the Kazon. In fact, they intend to kill the Kazon Majes while they are all together.

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Neelix as an Ambassador

The qualities which make Neelix such an excellent morale officer are similar to those which make him a good ambassador. Familiar food often alleviates the depression of homesick crew members and makes visiting aliens feel welcome.

from another culture feel at home is to cook for them. When the **37s**, a group of humans abducted from Earth in the early 20th century, come aboard *Voyager*, Neelix thoughtfully researches 20th-century Earth cuisine and prepares a pot roast, green beans, and Jell-O with fruit cocktail for them. He also goes out of his way to prepare rice with fish and ginger for the lone Japanese soldier.

Home sweet home

While the **Enarans** are being transported to **Enara Prime** from their colony in the **Fima System**, Neelix transforms the mess hall to simulate Enara, complete with the proper room temperature, music, decor, and an Enaran menu.

Neelix does his best to facilitate an appreciation for other cultures by introducing the *Voyager* crew to their traditions. He demonstrates to **Chakotay** how the hygienic Enarans use two small metallic spheres to clean and disinfect their hands, and he is enthusiastic about their particular form of music.

When **Rislan**, a **Nyrian** scientist aboard *Voyager*, is urgently needed in Engineering, Captain Janeway asks Neelix to find him and get him there. Neelix knows how to stroke Rislan's ego and soothe his concerns.

Another quality that makes Neelix a superb ambassador is his respect for all forms of life. When he and **Tom Paris** travel to a planet in search of fruit and vegetables and find the **trigemic vapors** inhospitable, they seal themselves in a cave, only to discover they're not alone. Paris and Neelix witness the hatching of a sentient reptilian life form, and Neelix insists on caring for it until they can be sure its mother will return. The concern he extends to all beings makes him very easy to trust.

Neelix has often made introductions between the crew of *Voyager* and other residents of the Delta Quadrant. Most have gone well, but there are exceptions, such as the occasion on which he was duped by the **Trabe**. Following a failed attempt to form an alliance with the **Kazon Nistrim**, Janeway and the *Voyager* crew decide to forge an alliance with the Trabe. Neelix fails to perceive that this race, a people honest about their past mistakes, could be so dishonest as to betray the friendship of *Voyager* and attempt to use the conference, organized with *Voyager*'s help, to assassinate the Kazon Majes.

Mostly successful

On most of his missions, however, Neelix is successful. In one of his most unusual diplomatic escapades, he is disguised as the official messenger of the **Grand Nagus**, the **Grand Proxy**, in order to deal with two **Ferengi**, named **Rojay** and **Kol**, who have emerged in the Delta Quadrant and are attempting to exploit a local world. Neelix's impersonation is impeccable, and he performs beautifully in this role until his life is on the line. Unfortunately, he buckles under pressure when they attempt to kill him, but he still manages to pull himself together in time to save the day.

Neelix has a genuine love for people, and it is probably this quality that makes him such an extraordinary unofficial ambassador. His skill as chef, host, diplomat, friend, nurturer, impersonator, and guide have served him very well in this capacity; he is a versatile, and very useful, person for the crew of *Voyager* crew to have around.

"I do a little of everything — I'm a cook, guide, advisor to the Captain. Probably even an unofficial ambassador."

— Neelix to Wixiban

Neelix often travels to other ships to meet with the crew in person. This informal approach creates an atmosphere of friendship and trust, helping to nurture good relations. But not all races can be trusted.

Neelix values his role on the U.S.S. VOYAGER. When he thinks he is no longer needed on the ship, his desperate attempts to prove he is still useful get him into serious trouble.

Neelix's personnel skills help to foster valuable camaraderie and ease fears amid suspected sabotage on the planet Nezu.

MORALE OFFICER

Familiar food

The most important skill any ambassador needs is a friendly manner and a knowledge of the cultures with whom he will be dealing. Diplomacy and politeness may be the most important approach on the surface, but unless there is sincerity behind them, they will count for very little. Almost all life forms have to eat, and this makes meal times the ideal opportunity to show you know something of your guests' culture and to create the perfect environment in which to exchange cultural information. Neelix's culinary skill ensures success.

Neelix encourages the crew of the U.S.S. VOYAGER to use the mess hall as a social area as well as just a place to eat. He recognizes its value as a place to unwind.

The 37s are 400 years and 70,000 light years from home, but the foods they remember from before their abduction go some way to raising their spirits.

FILE 48 KLINGON PERSONNEL

General Martok

General Martok is a tall, imposing **Klingon** warrior who has enjoyed a long and distinguished career in the **Klingon Defense Force**. Many of his heroic achievements have already been celebrated in songs and operas, but his greatest battles are yet to be fought.

OTHER CARDS IN THIS FILE...
1 Worf
7 Gowron

SEE OTHER FILES...
THE DOMINION.....File 16
SHAPESHIFTERS.....File 54
STAR TREK: DEEP SPACE NINE.....File 70

Martok was born on **Qo'noS**, the **Klingon** homeworld; his family has a long-standing tradition of honor. While little is known of Martok's ancestors, we can assume that, because of the prominence of the House of Martok, they were glorious, and victorious in many battles. It is only natural that Martok should follow in the distinguished footsteps of his ancestors and seek to carve out his own place in the hallowed Hall of Warriors.

As a young Klingon warrior, Martok records many victories of his own. One of his greatest achievements is on the battlefield at **Mempa**. This is a dark day in Klingon history, but one on which many noble deeds are recorded, and these are now remembered in song. Martok's deeds here bring him to the attention of his superiors, and in particular to the notice of **Gowron**.

Later, it is Martok's role on the side of Gowron's forces during the Klingon Civil War, in 2367-8, which brings him into the inner circles of the Klingon Empire.

Martok is one of Gowron's most active supporters during this bloody page in Klingon history. His loyalty is rewarded with an increase in rank to General, and he is given command of the Klingon fleet's flagship, the ***Negh'Var***.

Private life

In spite of his new status, Martok continues to avoid the limelight, preferring the battlefield to the council chambers.

Whenever he can, Martok takes time to be by himself, retreating to such isolated places as **Kang's Summit**, where he can enjoy the thrill of the hunt as he seeks the deadly **sabre bear**.

In between waging war on the enemies of the Klingon Empire, Martok finds time for a family, and has at least one son, **Drex**. The young Klingon has already shown his prowess in battle, and is as ambitious as his father – perhaps even more so. But he does not have his father's true sense of

PROFILE ON MARTOK

NAME: Martok

LIFE FORM: Klingon male

OCCUPATION: General in the Klingon Defense Force; advisor to Gowron, leader of the Klingon High Council.

FAMILY: At least one son, Drex

FIRST SEEN: 'The Way of the Warrior' [DS9] (later discovered to have been a Changeling); 'In Purgatory's Shadow' [DS9] (unmasked as Changeling; genuine Martok seen for first time)

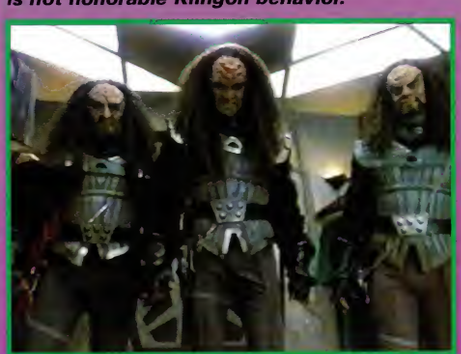
General Martok is a brave and honorable Klingon warrior who has proved his worth to both the Klingon Empire and Starfleet.

"... The Changeling that replaced me has caused the death of countless Klingons. It is a grave dishonor."
— General Martok

A TRADITION OF WARRIORS

★ **Warrior born**
Like his father, Drex is a warrior. The position of the House of Martok implies a long lineage of brave and fearless Klingon warriors.

★ **Attacking an innocent**
Drex and his friends attack Garak for the simple reason that he is a Cardassian. This is not honorable Klingon behavior.



★ **Misleading times**
General Martok is an avid supporter of Gowron during the Klingon Civil War, and afterward becomes an advisor to the High Council leader. But much of the advice Gowron is given comes not from his trusted friend but from the Changeling impostor who has replaced Martok.

★ **Respect**
Martok commands a great deal of respect among his fellow Klingons. Even as a young man, his deeds are well known and songs are sung in his honor. As well as making a good impression on his friends and colleagues, this brings him to the attention of Gowron.

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PERSONNEL FILES
General Martok

Martok is an honored Klingon warrior whose brave deeds bring political power.

Klingon honor. On one occasion, Drex leads a racist attack on ***Deep Space Nine***'s **Cardassian** tailor, **Garak**. Drex and his friends outnumber the Cardassian, and the fight is far from fair or evenly balanced. This kind of behavior is unbecoming of a Klingon, and seems unlikely to be a habit Drex has picked up from his father. Martok is a true Klingon warrior, an honorable man who would die for the sake of the Klingon Empire.

However, Martok has little trust in the politicians who run the Klingon High Council, making it particularly surprising that for a while it looked as if he was set to pursue a career in this direction.

During the early 2370s, General Martok assumes the role of chief advisor to Chancellor Gowron. The two are known to have their differences but, in line with Klingon honor, Martok serves Gowron faithfully. "I have known

Worf's initial impressions of Martok are not good, but they relate to the Changeling rather than the real General. When he meets the true Martok, he is much more impressed.

Gowron a long time," Martok explains, "and it is no secret that we have not always agreed on the way he runs the Empire. He is a politician … too eager to compromise." Nonetheless, Martok obviously respects the Klingon leader.

It is unthinkable, then, that in 2373, Martok appears to betray Gowron at the secret Klingon fortress on the fortified asteroid **Ty'Gokor**. The truth, however, is even more remarkable: this 'Martok' is actually a **Changeling** impostor who has replaced the real General. The real Martok was captured by the **Dominion** two years earlier, and is being held prisoner by the **Jem'Hadar** somewhere in the **Gamma Quadrant**. His confinement in the penal colony is harsh, and he loses his left eye during forced 'training exercises' with his brutal **Jem'Hadar** captors. That he survives at all demonstrates his powerful will to live and his strong desire for the revenge he is sure will one day come.

Martok finds kindred spirits in fellow Klingon **Worf**, and other prisoners from ***Deep Space Nine*** who are also brought to the penal colony. With his experience of the

After two long years in the Jem'Hadar prison, Martok meets others who are as brave and determined as he is himself. With the help of Lt. Commander Worf and Dr. Julian Bashir of Starfleet, and the Cardassian, Garak, Martok is finally able to realize his dream of escape. At last he can get on with his life.

prison, Martok helps these brave newcomers to engineer an escape.

His courage, determination, and honor during these difficult times make an immense impression on Worf, far better than the Starfleet officers' experience of the Changeling Martok and of Martok's son Drex. Shortly after, on Worf's recommendation, Martok is assigned his current mission: to command the Klingon military detachment at *Deep Space Nine*. His most glorious battles are only just beginning.

IMPOSTOR EXPOSED

General Martok and the invasion of Cardassia

General Martok comes to the attention of the Federation in 2372 when he leads the Klingon task force during the attempted invasion of Cardassia; the reason publicly given for this full-scale invasion of the Cardassian Union is the Klingons' suspicion that the newly-reestablished Detapa Council on Cardassia Prime has been infiltrated by Dominion Changelings.

The task force consists of almost one third of the total Klingon military strength. During the invasion, General Martok commands the Klingon *Voodieh*-class battleship *Negh'Var*, the flagship of the Klingon Defense Force. The attack strategy, personally developed by Martok, is to seize the outlying outposts and colonies and then make a deadly spearhead strike at Cardassia Prime itself.

Upon achieving victory, Martok admits that his real intention is to execute all government officials and install a Klingon Imperial Overseer. He does not mention who the Overseer will be, but it can be assumed that he has himself in mind.

The Klingon assault is finally stopped when Starfleet intervenes. Not wanting to create open hostilities with the Federation, Chancellor Gowron, against the outspoken opposition of General Martok, orders the Klingon task force to withdraw from most of captured Cardassian space. However, General Martok's forces do not relinquish a number of the recently conquered border colonies, and proceed to fortify their gains in a period of quiet aggression. This threatens to completely destabilize the relationship between the Federation and the Klingon Empire.

Starfleet comes to suspect that the entire episode has been engineered by the Dominion for just this purpose, and that Gowron is a Changeling impostor. A team of Starfleet officers attempt to reveal the Changeling, but the outcome is not what they expected: it is the apparently scheming and duplicitous Martok, not Gowron, who is the Changeling infiltrator.

★ Honor restored

The Changeling who takes Martok's place is acting in the best interests of the Dominion, not of the Klingons. The real Martok would never be a traitor.

★ Shapeshifter

The 'Martok' Changeling's cover has been blown, and all he can do is try to fight back.

★ Death

The Changeling is killed by Klingon warriors. The infiltrator is in their midst, not among the Cardassians.

Prosthetics and Plastic Surgery

Thanks to technological advances, you no longer have to go through life with the face you were born with. In fact, you don't even have to stay the same race. In a Galaxy where conflict is still rife, the biggest application of plastic surgery is in the field of espionage.

By the 24th century, scientific advances have made it possible to completely alter an individual's appearance, even to the extent that he or she can pass convincingly as a member of another race. Such techniques can be used for cosmetic and medical purposes, but they are more often used by **Starfleet** and the **Federation**'s enemies alike as a tool for intelligence gathering.

Starfleet is careful to guard the exact methods by which such operations are performed, but they are simple to carry out and painless to undergo; they are often suggested by commanders, and are performed casually by trained medical personnel. Modifications are made to hair, skin color, and skin texture, as well as to ears and other body parts. It is unknown whether modifications are made by applying prosthetic devices, by actual surgical body sculpting, by an application of transporter-type technology, or by some other means, and it is likely that different methods are used for different occasions.

Such modifications must be convincing to the subject as well as to those with whom he or she will come into contact; a nervous and self-conscious person will stand out, whereas the surgical altering is designed to have exactly the opposite effect. Sometimes, the operations are so thorough that even the subject may be unaware that he or she has been altered, especially where memory incursions have also occurred.

Medical identification

Trained medical personnel can, however, sometimes determine when modifications have been made, and altered individuals are often cautious about undergoing any kind of medical examinations, as is the case with **Seska**, the genetically-altered **Cardassian** spy who, posing as a **Bajoran**, infiltrated the **Maquis**. One can assume that in order for such masquerades to be entirely convincing, the entire body must be modified – especially in cases of prolonged infiltration. However, even in the most thorough cases, it may still be that the disguise has inherent flaws. When the ***U.S.S. Voyager***'s **Captain Janeway** tries to stop two **Ferengi** from exploiting the humanoid natives of a preindustrial planet, she sends **Neelix** down disguised as the **Grand Proxy** of the **Grand Nagus**. But the lack of feeling in Neelix's fake ears make it clear to the Ferengi that he is not one of them.

Technology in use

No doubt medical instruments such as the bioregenerative field, the autosuture and exoscalpel, the tissue mitigator, and the dermal regenerator all are helpful in molding the flesh of one species to look like the flesh of another.

Pointed ears and forehead ridges transform Captain Picard and Lt. Commander Data into convincing Romulans for a mission on that race's homeworld.

The Cardassians once try to convince Kira Nerys that she was really Iliana Ghemor, a member of their race whose appearance and memories had been altered to enable her to infiltrate the Bajoran resistance movement.

To help give weight to the Cardassian story, a body is altered to look like Kira. The Cardassians then claim that the 'real' Kira Nerys was killed years before, and replaced with the impostor. It is a very convincing tale.

CHANGING FACES

Under normal conditions, Deanna Troi is half-Betazoid, half-human. She displays the normal physical characteristics of these two similar races; smooth skin and rounded ears.

When Troi is kidnapped by the Romulans, she is altered to look like a member of that race's feared secret service, the Tal Shiar. A ridged forehead and pointed ears turn her into a convincing Romulan.

With minor adjustments, Deanna becomes a proto-Vulcan Mintakan, allowing her to mix with these primitive people without violating the Prime Directive. Her disguise is extremely convincing.

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Prosthetics and Plastic Surgery

The removal of Jadzia Dax's distinctive skin markings and the addition of a ridged nose turns Jadzia, a Trill, into a convincing member of the Bajoran race.

Readings from a medical tricorder are sometimes used to determine whether a subject has been returned to normal.

Doctors who perform this kind of surgery must have some training in sculpture as well as medicine. It is difficult to believe that a doctor without an artistic streak could convincingly change the shapes and colors of ears, noses, and foreheads.

The **United Federation of Planets** has used such methods on a number of occasions and for a variety of reasons, not all of which involve spying. In 2366 (**Stardate 43173.5**), **Dr. Beverly Crusher** surgically alters **Commander Riker** and **Counselor Troi** to look like **Mintakans**, proto-**Vulcan** humanoids whose culture has accidentally been polluted by Federation scientists. Altering Federation personnel to allow them to interact with members of less advanced species is a common use of the technology, and allows Federation cultural observers to get close to a primitive culture without violating the **Prime Directive**.

In 2367, Riker is one of a team of Federation specialists sent to **Malcor III** to determine if the people of that planet are ready for Federation membership. All members of the team are altered to look like Malcorians. When Riker is injured and taken to a hospital, the doctors there discover that his forehead ridges are surgical implants. They do not believe his story that his human hands and feet are mere genetic abnormalities.

More transformations

The following year, on **Stardate 45233.1**, Dr. Crusher surgically modifies **Captain Jean-Luc Picard** and **Lt. Commander Data** to look like **Romulans** so they can investigate the activities of Ambassador Spock on Romulus without attracting undue attention.

In 2370, on **Stardate 47423.9**, **Worf** helps his foster brother **Nikolai Rozhenko** save the **Boraalans** when their planet is about to suffer a natural catastrophe. In this case, Dr. Crusher removes Worf's **Klingon** features and adds the distinctive Boraalan nose ridge.

Surgical alteration can also be used to help out the Federation's allies against mutual enemies. Altering personnel from ***Deep Space Nine*** to resemble Klingons allows them to infiltrate the Klingon military headquarters at **Ty'Gokor** and reveal a **Changeling** plot to destabilize the Klingons.

Starfleet's enemies make as much use of such disguise techniques as Starfleet itself; the technology would appear to be widespread among the races of the **Alpha** and **Beta** Quadrants at least. On **Stardate 46519.1**, Deanna Troi is abducted on her way home from a neuropsychology seminar. She awakens aboard a ***Romulan Warbird***, surgically altered to look like a member of the Romulan secret police, the **Tal Shiar**. She discovers that this is part of a plan to help a Romulan official defect to the Federation.

Arne Darvin, a Klingon spy, was altered to look human. When his plan fails, the Klingons leave him in human form as punishment. More than 100 years later, he still appears human.

In 2370 **Quark**, the owner of the largest business on *Deep Space Nine*, is helped by a Ferengi named **Pel**, whom he believes to be a young male. Later, Pel is discovered to be a female, who has masqueraded as a member of the opposite sex; females are not supposed to wear clothes or do business. The larger ears of Ferengi males with which Pel disguises herself are easily-removable prosthetics.

It seems that many races and organizations of the Galaxy, as well as the Federation, have more than one use for this easily-available and extremely efficient technology.

Personnel from DEEP SPACE NINE are altered to resemble Klingons to enable them to enter the Klingons' military fortress at Ty'Gokor. Here, they foil a Changeling infiltration.

FOR THE PRIME DIRECTIVE

Incognito

One of the more benign uses of surgical alteration is to enable Federation personnel to interact with primitive cultures which are not aware of extraterrestrial life and not yet ready to meet people from other planets. If the Federation wants to observe such cultures, they have two options: to watch from a distance, hidden behind cloaking devices, or to surgically alter the Federation cultural observers. The latter option allows the observer to do more than simply watch; he or she can interact with the people and become a part of their culture. This obviously gives a deeper understanding of their ways and society, and is relatively easy and painless for the observer. Although this could also be considered to be spying, the motives behind it are honorable.

Commander William Riker is given distinctive head ridges for his mission to Malcor III; he must assess the Malcorians' suitability for Federation membership. However, only his face has been altered; his human hands give him away.

Worf is altered to look Boraalan to join his brother, Nikolai Rozhenko, on Boraal II. Thanks to his own surgical alteration, Nikolai has been able to live among the Boraalans as one of them; they think he is from another village rather than another world.

FILE 69 STAR TREK: THE NEXT GENERATION

'The Ensigns of Command'

When the colony ship the ***S.S. Artemis*** suffers a navigation failure, it drifts off course, stranding its human settlers on **Tau Cygna V**. The colonists and their descendants forge this desert world into a thriving colony, but a decades-old treaty forces them to move on..

'THE ENSIGNS OF COMMAND'

"We have to get these people off Tau Cygna V. The Sheliak are within their rights to demand the removal of these 'trespassers'."

– Captain Picard

The ***U.S.S. Enterprise NCC-1701-D*** receives a message from the **Sheliak Corporate**, an alien race who claim that there are humans on **Tau Cygna V**, a planet ceded to them by the 2255 **Treaty of Armens**. They are due to arrive at the planet in four days' time; it must be free of other life forms by then.

Data, who is immune to the **hyperonic** radiation surrounding the planet, takes a shuttle down to the surface to commence evacuation before the Sheliak arrive. **Gosheven**, the community's leader, explains that the planet's original settlers arrived on Tau Cygna V when their colony ship, the ***S.S. Artemis***, drifted off course. The radiation took the lives of a third of the colonists, but they adapted to it and the colony prospered. Gosheven insists they are staying.

A show of force

Captain Picard contacts the Sheliak, but they are concerned only with the treaty agreement. Hyperonic radiation nullifies the *Enterprise*'s transporters, and Picard contacts **Starfleet** to arrange transportation, but it will be three weeks before a ship can arrive. He decides to intercept the first Sheliak ship before it reaches Tau Cygna V, then begins to study the treaty more carefully.

Data, believing that humans prefer action to words, decides to stage a show of strength. He visits the villages' pumping station, destroys Gosheven's precious aqueduct, and then tells the colonists: "I am but one android, with a single weapon. There are hundreds of Sheliak on the way, and their weapons are far more powerful ... they can obliterate you from orbit." This convinces Gosheven to evacuate.

Meanwhile, Picard learns from the treaty that the *Enterprise* is allowed to seek third party arbitration of the dispute. He informs the Sheliak that he wishes the **Grisella** to act as arbitrators; unfortunately they will not awaken from their hibernation cycle for another six months. The frustrated Sheliak agree to give Picard the three weeks he needs to complete evacuation.

STARSHIP FACTS

The Sheliak Corporate have not been in contact with the Federation for 111 years. The original treaty negotiations involved 372 legal experts.

ON SCREEN...

1 *The Sheliak Corporate consider the human settlers on Tau Cygna V to be trespassers. They want the colony removed before they reach the planet.*

2 *Data is immune to the radiation which surrounds the planet, so he is sent down to talk to the colonists. They refuse to move from their homes.*

3 *The colonists have turned a barren, desert world into a thriving community by building aqueducts to irrigate the land. The Sheliak's threats do not frighten them.*

4 *If the Sheliak attack, the colonists will fight back. Data points out that with their superior weapons, the Sheliak could destroy the colony from orbit.*

5 *To prove his point, Data destroys the aqueduct. The colonists, realizing that the Sheliak could do even more damage, finally agree to be evacuated.*

6 *The Federation cannot complete the evacuation in time, but Picard is able to stall the Sheliak. The colonists can stay until the Federation's ships arrive.*

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FILE 69 STAR TREK: THE NEXT GENERATION

'Evolution'

Wesley Crusher's science project unleashes a mechanical life form into the main computer of the ***U.S.S. Enterprise NCC-1701-D***, threatening the completion of an important scientific mission and raising some new questions about the definition of life.

CAPTAIN'S LOG
STARDATE: 43125.8
"We have entered a spectacular binary star system in the Kavis Alpha Sector, on a most critical mission of astrophysical research. Our eminent guest, Dr. Paul Stubbs, will attempt to study the decay of neutronium expelled at relativistic speeds from a massive stellar explosion."

Captain Jean-Luc Picard tells **Dr. Paul Stubbs** that everything is ready for the launch of his scientific probe. But then the ***U.S.S. Enterprise NCC-1701-D*** suffers an unexpected **inertial damper** failure; the ship starts to head straight into a highly dangerous cluster of stellar matter.

As the *Enterprise* prepares for impact, the computer system returns to normal and the ship reverses out of danger. But the system soon goes haywire again. Picard informs an impatient Dr. Stubbs that everything possible is being done to fix the computer fault, but he may have to abandon the mission if the safety of the ship and its crew is in doubt.

That evening, **Wesley Crusher** confesses that his genetics project may have led to the problems. His research into **nanite** technology – tiny robots with computer memory – created 'improved' machines capable of intelligent thought and rapid reproduction. When Wesley awoke after an all-nighter, he was horrified to discover that he'd left the nanites' container open. They appear to have escaped into the computer core, where they are multiplying.

Dr. Stubbs demands that the nanites be destroyed immediately, but Picard insists that they cannot exterminate any intelligent life form. Dr. Stubbs surreptitiously enters the computer access room and kills all the nanites in the upper computer core with a high-level gamma burst. The remaining nanites respond first by interfering with the *Enterprise*'s life support systems, then by attacking Dr. Stubbs in his quarters.

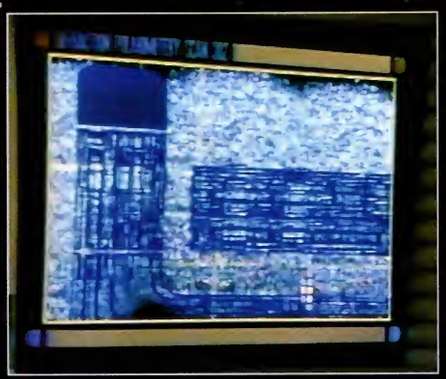
The nanites agree to penetrate **Data**'s nerve circuitry in order to negotiate a settlement. They meant the *Enterprise* no harm; they were merely seeking raw materials for their replicating process. They agree to end the conflict if Picard will guarantee relocation to a less confining environment. Dr. Stubbs uses his **Starfleet** influence to have Kavis IV designated the new nanite home. With the nanites' help, the computer core is then reconstructed in time for Stubbs' experiment to finally succeed.

STARSHIP FACTS

Nanites are designed for exposure to the inside of nuclei during cellular surgery. Until then, they are kept tightly contained in sickbay, in a non-functioning state.

ON SCREEN...

1 Dr. Paul Stubbs is about to launch his scientific probe from the U.S.S. ENTERPRISE's shuttlebay when the ship suffers systems malfunctions.

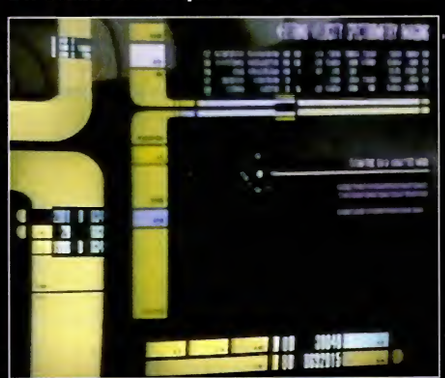


2 Soon, the nanites are infecting the ship's computer systems, causing widespread problems. This sends the ship headed toward a dangerous phenomenon.

3 Stubbs wants the nanites destroyed. Picard argues that they constitute intelligent life and should not be harmed, but Stubbs kills many of them regardless.

4 The surviving nanites fight back: they affect life support systems all over the ship, endangering the crew, and attack Dr. Stubbs in his quarters.

5 Data attempts to communicate with the nanites so that the ENTERPRISE and these tiny new life forms can come to a peaceful agreement about their future.



6 An agreement is reached: the nanites will be allowed to settle on the planet of Kavis IV. In thanks, they help to repair the damage they have done to the ship.

FILE 70 STAR TREK: DEEP SPACE NINE

'Dax'

STATION LOG
STARDATE 46910.1
"Chief O'Brien has escorted his wife back to Earth to celebrate her mother's 100th birthday. In the meantime, the rest of us are trying to keep this station up and running."

A special envoy from **Klaestron IV** issues an extradition warrant for **Jadzia Dax**, accused of crimes committed by **Curzon Dax** 30 years earlier. **Commander Sisko** is determined to prove that Jadzia cannot be held responsible for the actions of a previous host.

As **Jadzia Dax** retires to her quarters after a late night drink with **Julian Bashir**, she is abducted by three mysterious strangers. **Julian** attempts to rescue her, but is knocked unconscious. When he comes round, he contacts Ops and **Sisko** announces a full station security alert. The kidnappers make their way to a ship in the docking ring, but **Major Kira** locks tractor beams onto their fleeing ship and brings them back to Docking Bay 6, where they are met by **Odo**.

The group's leader introduces himself as **Ilon Tandro**, special envoy from **Klaestron IV**, and says he has a valid warrant for Dax's arrest. Dax is charged with treason, and the murder of Tandro's father; a treaty between the **Federation** and Klaestron allows for universal extradition.

Accused of murder

Tandro claims that Dax is responsible for the death of **General Ardelon Tandro**, 30 years earlier. Sisko replies that this would have been **Curzon**, the previous host of the Dax symbiont, who at the time was on Klaestron IV as a Federation mediator during the planet's civil war. Ilon Tandro also claims that Curzon betrayed the Klaestron government to the rebels. Sisko cannot bring himself to believe that his old friend Curzon was a murderer or a spy, yet when he speaks to Jadzia she seems unwilling to accept his help.

Sisko suspects that the reason Tandro tried to kidnap Jadzia rather than just present the station with the warrant for her arrest is because *Deep Space Nine* is technically **Bajoran**, and therefore does not recognize any treaty with Klaestron IV. Sisko concludes that there will have to be an extradition hearing before Dax can be lawfully released, and Odo heads for Klaestron IV to investigate the claims.

The hearing begins, chaired by a 100-year-old Bajoran adjudicator. Tandro states that: "the accused Trill, whatever its present appearance may be, was and is a Federation Officer who committed capital crimes on our planet." Sisko responds by claiming the name on the warrant refers to Curzon Dax, who is now deceased, and not Jadzia, who wasn't even born 30 years ago. He argues that the person Tandro wants to extradite no

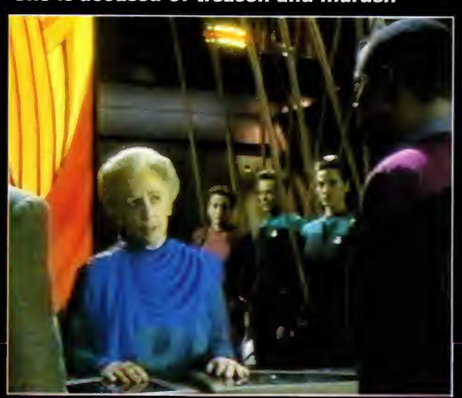
ON SCREEN...

1 *Three men grab Jadzia Dax as she returns from a late night drink on the Promenade. Julian is unable to stop them.*

2 *The kidnappers seem to know the station's layout well, including how to override the security codes.*

3 *Ilon Tandro, the kidnappers' leader, has an extradition warrant for Jadzia Dax. She is accused of treason and murder.*

4 *Odo sets off for Klaestron IV to see what he can find out about the charges which have been brought against Dax.*



5 *Bajor does not recognize the extradition treaty between the Federation and Klaestron; there must be a full hearing.*

6 *Dr. Bashir has to prove that Jadzia is a different person to Curzon, but the changes are difficult to define.*

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'Dax'

longer exists, and challenges him to prove otherwise. The adjudicator agrees with Sisko: before she grants extradition, she wants to be convinced that the person named on the warrant is the same person standing before her now.

During a break in proceedings, Sisko instructs Bashir to find all the medical evidence he can that Curzon and Jadzia are two separate people; he is determined to prove that host **Trill** are not responsible for the actions of their antecedents.

On Klaestron IV, Odo visits the General's widow, **Enina Tandro**. She insists that Curzon Dax was not responsible for the death of her husband, and feels that her son is obsessed with the death of a father he never knew. The only 'proof' that Ilon has of the crime is that a secret transmission was made from Klaestron military headquarters to the enemy camp. The transmission exactly identified the route the General was taking on his way back from the capital to the front; he was ambushed, kidnapped, and then killed. Enina tells Odo that there were only five people, including her husband, who knew that route. Her son has established the whereabouts of all of them at the time of the transmission ... except Curzon. Odo thanks Enina for her help, then tells her that Curzon Dax died two years ago, and that the Dax her son is trying to extradite is Jadzia, a 28-year-old woman. Enina is visibly upset by this news.

Symbiosis explained

As the hearing continues, the adjudicator asks Bashir why the Trill symbiont cannot be sent to Klaestron in order to stand trial while Jadzia remains on *Deep Space Nine*. Julian replies that this is impossible – the symbiont and host are interdependent: neither can survive without the other. He goes on to note that the brainwaves of Curzon and Jadzia are distinctly different, indicating that they are two unique individuals. However, when Tandro asks Bashir if the brainwave patterns of the symbiont have changed since it joined with its new host, the doctor reluctantly admits that they haven't.

Odo's investigations lead him to Klaestron communications logs from 30 years ago. They show a number of transmissions between Curzon Dax's office and Tandro's home, many of them conducted while the General was away at the front. It seems that Dax and the General's wife were having an affair which, he admits, translates into a pretty solid motive for murder.

As the hearing recommences, Enina Tandro arrives on *Deep Space Nine*; she confesses that Curzon Dax was in her bed at the time the treacherous transmission was sent. When the General learned of the affair, he tried to betray the adulterers, and the rebels killed him. With the truth revealed, Ilon Tandro withdraws his warrant.

Jadzia and Enina finally get a chance to talk with each other. Dax tells the widow that she felt it was her duty not to reveal the secret affair. "There's much of Curzon that's still a part of me," she says, "that still remembers what you had together." Enina tells her that no-one on Klaestron IV need ever learn the truth; her people will still cherish the General's memory.

STARSHIP FACTS

Sisko remembers of Curzon: "He taught me about art, and science, and diplomacy. Whatever sense of honor I might have today, he nurtured."

Jadzia Dax holds premier distinctions in exobiology, zoology, astrophysics, and exoarcheology, all gained before she was joined with the symbiont.

ON SCREEN...

***7** At the hearing, Major Kira and other friends and colleagues of Jadzia Dax continue to give evidence. It seems that only Jadzia herself is unwilling to see justice done.*

***8** Another angle is presented by Trill minister Selin Peers. He confirms that Jadzia, through the Dax symbiont, carries memories of times it shared with its previous hosts.*

***9** Enina Tandro is the General's widow. She does not share her son's quest for vengeance, and believes that he is obsessed with learning the truth about a father he never knew.*

***10** Enina is upset to learn that Curzon Dax is dead and that the person her son is pursuing is a young woman. She agrees to return with him to DEEP SPACE NINE to reveal the truth.*

***11** Enina reveals to her son that she and Curzon were having an affair: he had no alibi because he was in her bed at the time.*

***12** Jadzia admits to Enina that she retains the memory of Curzon's feelings. She felt it was not her place to make public the details of Enina's affair.*

FILE 72 STAR TREK: THE MOTION PICTURE

STAR TREK: THE MOTION PICTURE

Part 4 The ***U.S.S. Enterprise*** has reached the mysterious cloud that is heading for Earth, but whatever sentience it possesses is not responding to their friendship messages. Should the crew continue their efforts to make contact, or put up defenses while they still can?

STAR TREK: THE MOTION PICTURE

"Captain, we've seen what their weapons can do! Shouldn't we take every possible precaution?"
– Willard Decker

"Mister Decker ... I will not provoke an attack. If that order isn't clear enough for you ..."
– James T. Kirk

Face to face with the hostile cloud, the crew of the ***U.S.S. Enterprise NCC-1701*** anxiously try to make contact with this mysterious entity. They continually broadcast friendship messages in all known languages, on all known frequencies, but they receive no reply. Instead, **Mr. Spock** reports that they are being scanned, and **James T. Kirk**, remembering the fate of the **Federation** space station ***Epsilon Nine***, hastily orders that the scans not be returned, in case it is interpreted as an antagonistic act.

According to Spock, the energy is emanating from the heart of the cloud; it is of a type never before encountered. **Decker** urges Kirk to take defensive action, including raising the ship's shields, but Kirk does not want to appear even remotely provocative.

Tactical measurements reveal that the cloud is producing 12th-power energy – more than thousands of starships together could generate. The captain knows they have to tread softly. Spock senses a feeling of puzzlement from the entity, as if it is wondering why the *Enterprise* has not responded to its attempts to communicate.

Under attack

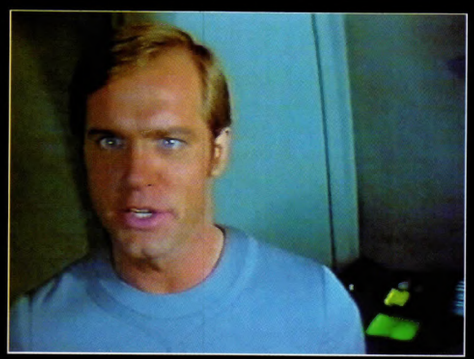
Suddenly, all hands react in alarm: the cloud has fired a bolt of plasma energy at the ship. As the crew brace for impact, **Chekov** raises forcefields and deflectors. The bolt hits, surrounding every surface with crackling, lightning-like whiplashes of energy. Chekov's arm is 'attacked' through his control panel, and he recoils in pain. Gradually, the waves of light die out. The new screens have held ... but **Chief Engineer Scott** informs the bridge that they've lost too much power to withstand another attack. And another bolt has just been fired.

Spock rapidly programs a new linguacode at the cloud's frequency, trying to transmit something it might understand. As the bolt closes in, it looks like he won't make it, but suddenly the bolt evaporates. It appears that the *Enterprise*'s friendship message has finally been understood.

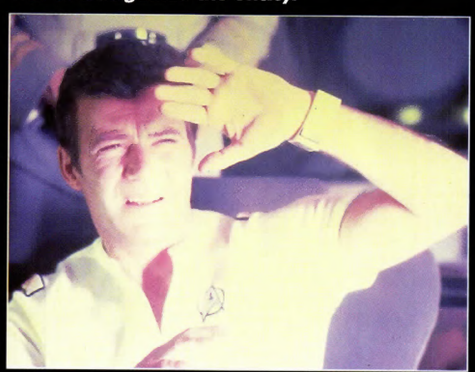
The senior crew debate their next course of action; Spock suggests that they attempt

ON SCREEN...

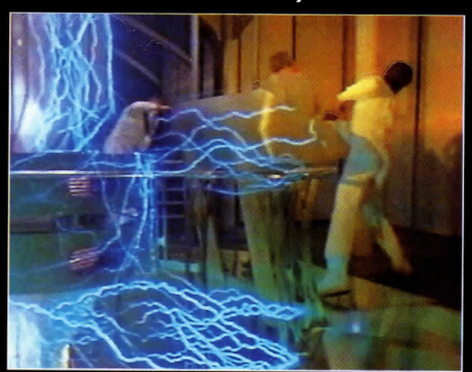
1 *The crew of the U.S.S. ENTERPRISE try to discover all they can about the strange cloud, but they must be careful not to antagonize the entity.*



2 *Decker believes that they must take defensive action to protect themselves, but Kirk disagrees: raising the shields could be taken as an act of hostility.*



3 *The cloud finally reacts to the ENTERPRISE; it fires a bolt of energy at the ship. The energy is dazzling, but does not seem to cause excessive damage.*



4 *The plasma bolt causes flashes of bright blue lightning to crackle around the ship. This energy hits some of the crew, striking at them through their consoles.*

5 *Chekov's arm has been injured. Luckily, Dr. Chapel is on hand to attend to the injury, and Lt. Ilia is able to soothe his pain with her Deltan empathic abilities.*

6 *As quickly as it struck, the bolt evaporates. It seems that finally the ENTERPRISE's attempts at friendship have been understood.*

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STAR TREK: THE MOTION PICTURE Part 4

to enter the cloud and contact whatever object is inside. Decker disagrees, emphasizing that they know nothing about the cloud's intentions and cannot withstand another attack. Kirk knows they can't just sit there; he orders the ship to move ahead at standard speed, despite Decker's opinion that the gamble is "unwarranted."

Slowly, the *Enterprise* proceeds into the ominous galactic cloud, surrounded by web-like purple tendrils, a greenish-blue lattice, and waves of undulating color. The crew stare at the viewscreen, transfixed by the endlessly changing spectacle, unable to determine if it is mechanical or organic. The ship enters a deep black tunnel, with brightly flashing strobes and the rumble of distant thunder and wind. They head toward what appears to be the nucleus.

Kirk orders the image of the alien to be transmitted back to **Starfleet**, but **Lieutenant Uhura** is unable to make contact; any attempt she makes at communicating with the outside Galaxy is reflected back by the cloud. Unfazed, Kirk has **Mr. Sulu** continue their present course, and the tiny speck of the *Enterprise* keeps moving into the ever-changing cloud; the ship heads for a vibrating and hazy white glow in the distance.

Destination

As the *Enterprise* reaches the milky vapor at the center of the mysterious cloud, the 'Intruder Alert' siren sounds. A vertical ribbon of throbbing plasma energy suddenly emerges in the bridge, giving off a high-pitched screech. The light and sound is so intense that the crew are forced to shield their eyes and ears. The tendril appears to be a probe; it touches viewscreens and control panels, but it seems uninterested in the crew. It takes control of the main computer, and begins to scan the ship's databases, calculating Earth's defenses. Unable to turn off the computer, the crew are helpless to stop it.

Spock decides to act: he pushes Decker aside, raises his hands over his head and smashes the main console with all his strength, disabling it. The probe turns on Spock, shooting its electrified tendrils across his body and sending him crashing to the floor at **Lt. Ilia**'s feet. The probe then turns on Ilia, its vibrating plasma bolts snaking over her, causing her to shake and convulse. Decker cries out for her as she slowly begins to disappear in front of his eyes. Then, in a flash, the probe is gone … and so is Ilia, her tricorder falling harmlessly to the floor.

Following Ilia's abduction, everyone seems to be in a state of shock. Decker points out that this proves Kirk has put the ship into unnecessary danger. But Decker and Kirk have no time to discuss the point: at that moment, the gigantic alien entity begins drawing the ship into itself with a tractor beam.

Hoping to break free, Kirk orders Scotty to give him full emergency power. But Mr. Spock confirms Scott's analysis that the *Enterprise* hasn't nearly enough power to do the job. Rather than destroying his ship by fighting against the alien tractor beam, Kirk orders all main drive systems to be disengaged.

With the power cut and the ship virtually defenseless, the *Enterprise* and her crew are drawn deeper into the entity …

STARSHIP FACTS

The previous transmissions sent to the cloud were too primitive for it to understand. It did not realize that the crew of the *U.S.S. Enterprise* was trying to contact it.

No vessel known to Starfleet could generate a power field of a similar magnitude to that of the cloud. The power surges coming from it produce an unrecognizable pattern.

ON SCREEN...

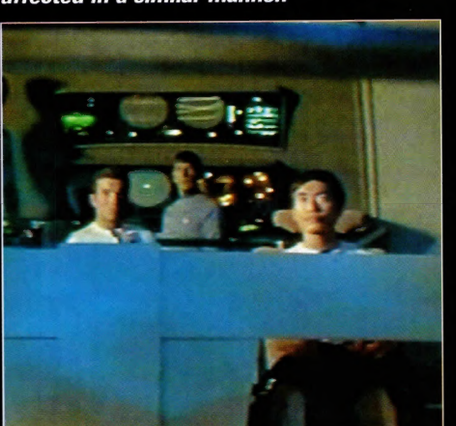
***7** The best course of action is the most straightforward. The U.S.S. ENTERPRISE flies into the cloud to confront whatever intelligence lies at its heart.*

***8** The cloud is huge, and the ENTERPRISE is soon no more than a tiny speck amid its swirling mass. The crew can only hope that whatever they find is friendly.*

***9** Spock forces Decker out of the way and smashes the computer console. The cloud must not be allowed to steal the information in the ship's databanks, but the computer cannot just be turned off.*

***10** The cloud moves its attentions from the ship's computer to Lt. Ilia. The effects of the energy bolt cause her to shake and convulse, but no one else is affected in a similar manner.*

***11** Ilia begins to disappear, and there is nothing her colleagues can do to stop it. The probe has kidnapped her, and soon all that remains of her on the bridge is the tricorder she has dropped.*



***12** The ENTERPRISE is trapped; the ship does not have enough power to break free of the entity. All the crew can do is shut down the engines and drift slowly toward whatever lies at the cloud's core.*

C continued

combat rations These prepackaged food disks are capable of providing most humanoid individuals with emergency nutritional sustenance for 36 hours. (*Starship Log:* 'The Siege' [DS9]) ***SEE FILE 70***

Comic, The This **holodeck** simulation of a stand-up comedian was used by the android **Data** in his ongoing, but not particularly successful, attempt to understand the concept and practice of Earth humor. (*Starship Log:* 'Where Silence Has Lease' [TNG]) ***SEE FILES 56, 69***

command sequencer A failure of this vital component in the **warp drive** systems of a **Ferengi** shuttle caused **Quark**, **Rom**, and **Nog** to travel back to the Earth of 1947. (*Starship Log:* 'Little Green Men' [DS9]) ***SEE FILE 70***

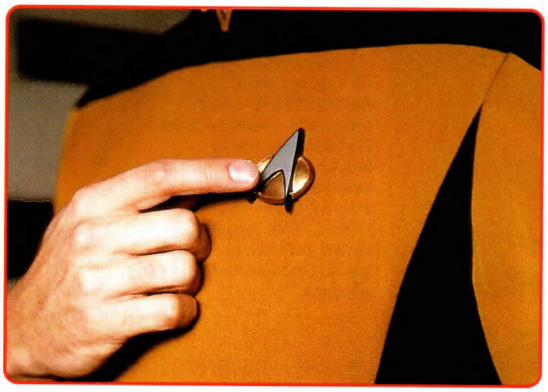
Commander Riker Day **Captain Picard** contemplated adding this day of festivities to the school calendar of children aboard the ***U.S.S. Enterprise NCC-1701-D*** after noting **Will Riker**'s enjoyment of his own embarrassment during 'Captain Picard Day'. (*Starship Log:* 'The Pegasus' [TNG]) ***SEE FILE 69***

Commentaries, the Part of the complete, unabridged text of the **Ferengi Rules of Acquisition**, along with the **Judgments** and the **Considered Opinions**. There are 47 Commentaries in all. (*Starship Log:* 'False Profits' [VOY]) ***SEE FILES 14, 71***

Commission, Rehabilitation Part of the **United Federation of Planets**' penal system. **Captain Janeway** needed the Commission's approval to take **Tom Paris** on the ***U.S.S. Voyager***'s mission to find the **Maquis** ship which had gone missing in the **Badlands**. (*Starship Log:* 'The Caretaker' [VOY]) ***SEE FILES 7, 71***

commodore This rank, between captain and admiral, was used widely by **Starfleet** in the 23rd century, but has since fallen out of favor. ***SEE FILES 19, 43, 68***

In the 23rd century, the rank of Commodore was in common usage. Officers holding the rank, such as Commodore Stone, who commanded STARBASE 11, filled a variety of Starfleet roles.



The communicator badge worn in the 24th century has come a long way from the hand-held devices of a century earlier.

communications logs, subspace Computerized records of the dates, times, and other details of all starship-to-starship or starship-to-ground transmissions. Such logs helped to uncover the espionage activities of ***U.S.S. Voyager*** crewman **Michael Jonas**. (*Starship Log:* 'Investigations' [VOY]) ***SEE FILES 43, 71***

communicator This device is carried by all **Starfleet** personnel. It is typically used to transmit voice and data between a planet's surface and a spacecraft. In the 23rd century the communicator was a handheld device, whereas today it is incorporated into the Starfleet badge worn on the uniform shirt. ***SEE FILES 63, 68, 69, 70, 71***

Como, Lake This region of northern Italy on Earth is a popular holiday resort. **Tom Paris** designed a **holodeck** program that featured sailing on the lake, which he used for romantic rendezvous. (*Starship Log:* 'The Swarm' [VOY]) ***SEE FILE 71***

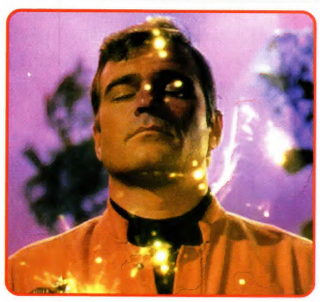
Companion This sentient entity assimilated **Commissioner Nancy Hedford** in 2267, thereby attaining human form to allow it to fulfill its love for **Zefram Cochrane**. **Kirk** promised Cochrane that his whereabouts would remain secret. (*Starship Log:* 'Metamorphosis' [TOS]) ***SEE FILES 44, 58, 68***

compass This ancient navigational tool, consisting of a pivoting needle, was designed to align with the magnetic field of Earth. Aviator Amelia Earhart carried a compass when the ***U.S.S. Voyager*** encountered her in 2371. (*Starship Log:* 'The 37's' [VOY]) ***SEE FILES 44, 71***

compressed teryon beam Captain Picard's spleen and artificial heart were damaged by an assault with this **Lenarian** weapon in 2369, causing critical injuries. ***SEE FILES 43, 69***

compressed tetryon beam weapon This type of firearm utilizes directed energy, which can remain undetected by some security scanners. **Quark** was seriously injured after being attacked with such a weapon in 2370. (*Starship Log:* 'Necessary Evil' [DS9]) ***SEE FILES 60, 70***

combat rations
Comic, The
command sequencer
Commander Riker Day
Commentaries, the
Commission, Rehabilitation
commodore
communication logs, subspace
communicator
Como, Lake
Companion
compass
compressed teryon beam
compressed tetryon beam weapon
compression phaser rifle
Compton
computer cores
comra
U.S.S. Concorde
condition four
condition green
condor, Tarkalian
conference lounge
confinement beam
confinement mode
Conklin, Captain
conn
Conor, Aaron
Considered Opinions
Constable
Constantinople
U.S.S. Constantinople
U.S.S. Constitution [1]



The noncorporeal life form known as the Companion manifested itself in a veil of colorful light. She fell in love with the Earthman Zefram Cochrane and later merged with Nancy Hedford.

An injury sustained from a Lenarian compressed teryon beam brought Captain Picard close to death. While unconscious, he experienced what Q claimed to be the afterlife.

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The conference room of a SOVEREIGN-class starship, located just behind the main bridge, is where most meetings of the senior crew take place. This area is more officially known as the observation lounge.

compression phaser rifle A powerful, but rarely employed, firearm. Such weapons are carried in the armory of the ***U.S.S. Voyager*** and other **Federation** starships for use in certain extreme circumstances. (*Starship Log:* 'Caretaker' [VOY]) ***SEE FILES 60, 71***

Compton This ***U.S.S. Enterprise*** crew member died in 2268. He suffered biochemical hyperacceleration during the **Scalosians**' attempt to use him as a surrogate for their own sterile males. (*Starship Log:* 'Wink of an Eye' [TOS]) ***SEE FILES 20, 68***

computer cores These three cylindrical chambers contain the principal computer **CPUs** on all ***Galaxy***-class starships. The cores are redundant systems: each one is capable of sustaining a fully operational starship. (*Starship Log:* 'Evolution' [TNG]) ***SEE FILES 25, 59, 69***

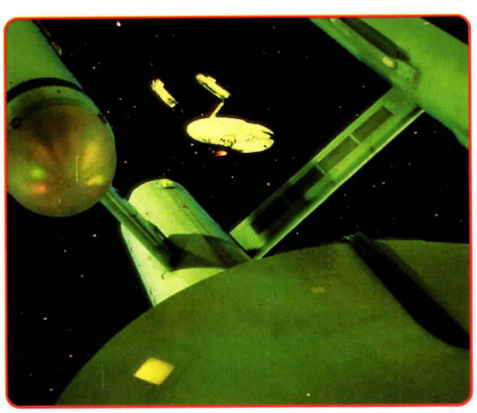
comra **Ocampan** term for the essence of an individual's being, similar to 'soul' or 'spirit'. After burial, Ocampa believe that their comra is released into an afterlife. (*Starship Log:* 'Emanations' [VOY]) ***SEE FILES 18, 43, 71***

Concorde, U.S.S. This ***Freedom***-class **Federation** starship, registry number ***NCC-68711***, was part of the multiship force dispatched to the **Romulan Neutral Zone** in response to increased Romulan military activity during the **Q**-induced antitime of 2370. (*Starship Log:* 'All Good Things ... ' [TNG]) ***SEE FILES 31, 69***

condition four A security readiness posture. **Tuvok** ordered all security personnel to go to condition four following an intruder alert during the ***U.S.S. Voyager***'s encounter with the **Komar** in 2371. (*Starship Log:* 'Cathexis' [VOY]) ***SEE FILES 29, 71***

condition green This verbal code is used by a **Starfleet** individual to indicate that he or she is being held captive, but prohibits the receiver from taking any action in response. (*Starship Log:* 'Bread and Circuses' [TOS]) ***SEE FILES 19, 68***

The Federation starship U.S.S. CONSTELLATION came to an unfortunate end when it encountered the deadly DOOMSDAY MACHINE, an ancient weapon of unknown origin. All members of the crew were lost except for Commodore Matt Decker, who later gave his life while trying to destroy the threat.



condor, Tarkalian **Odo** was slightly injured when, having forgotten that he no longer had his Changeling abilities, he attempted to change into a **Tarkalian** condor in midair. (*Starship Log:* ' ... Nor the Battle to the Strong' [DS9]) ***SEE FILE 70***

conference lounge SEE **observation lounge**

confinement beam SEE **annular confinement beam**

confinement mode SEE **isolation protocol**

Conklin, Captain This officer commanded the **Starfleet** vessel ***U.S.S. Magellan***. (*Starship Log:* 'Starship Mine' [TNG]) ***SEE FILE 69***

conn Colloquial term for the flight control consoles located on a starship bridge. The current pilot of a ship 'has the conn', even when the actual controls are in the hands of a helmsperson. ***SEE FILE 19***

Aaron Conor led the Genome Colony, which had chosen to isolate itself from the rest of the Galaxy.

Conor, Aaron Leader of the **Genome Colony** of **Moab VI**, a genetically engineered and isolated populace. He accepted assistance from the ***U.S.S. Enterprise NCC-1701-D*** during a crisis that threatened the colony, despite the risk of cultural contamination. (*Starship Log:* 'The Masterpiece Society' [TNG]) ***SEE FILES 18, 69***

Considered Opinions Part of the complete, unabridged text of the **Ferengi Rules of Acquisition**, along with the Commentaries and the Judgments. There are some 10,000 Considered Opinions. (*Starship Log:* 'False Profits' [VOY]) ***SEE FILES 14, 71***

Constable A friendly nickname for **Odo**, the chief law enforcement official on station ***Deep Space Nine***. It is used by virtually all residents of the station. (*Starship Log:* 'Emissary' [DS9]) ***SEE FILES 43, 70***

Constantinople The capital city of the Earth-country Turkey, also known as Istanbul. The virtually immortal being called **Flint** survived a bubonic plague here in 1334. (*Starship Log:* 'Requiem for Methuselah' [TOS]) ***SEE FILES 58, 68***

Constantinople, U.S.S. This ***Istanbul***-class **Federation** vessel, ***NCC-34852***, suffered a hull breach in 2365. The crew and over 2,000 passengers were rescued by the ***U.S.S. Enterprise NCC-1701-D***. (*Starship Log:* 'The Schizoid Man' [TNG]) ***SEE FILES 31, 69***

Constellation, U.S.S. [1] ***Constitution***-class **Federation** starship, registry ***NCC-1017***. The *Constellation*'s crew was wiped out by a huge automated weapon in 2267; the ***U.S.S. Enterprise NCC-1701*** later used the ship's self destruct program to destroy the extragalactic attacker. ***SEE FILES 31, 40, 43, 68***